ShockWave™

Instruction Manual

Be Careful with this Game Cartridge

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned OFF when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad, please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

ShockWave

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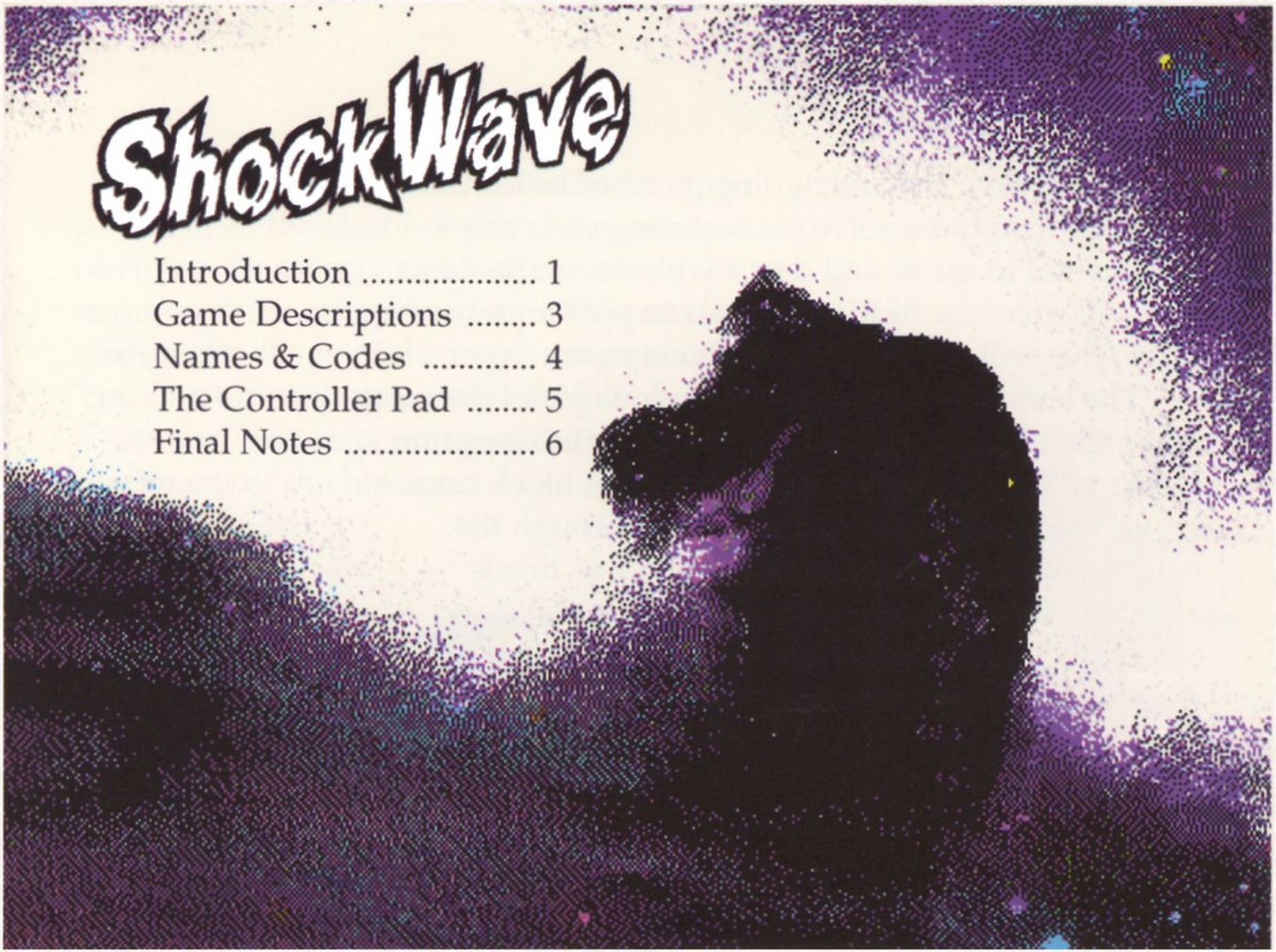
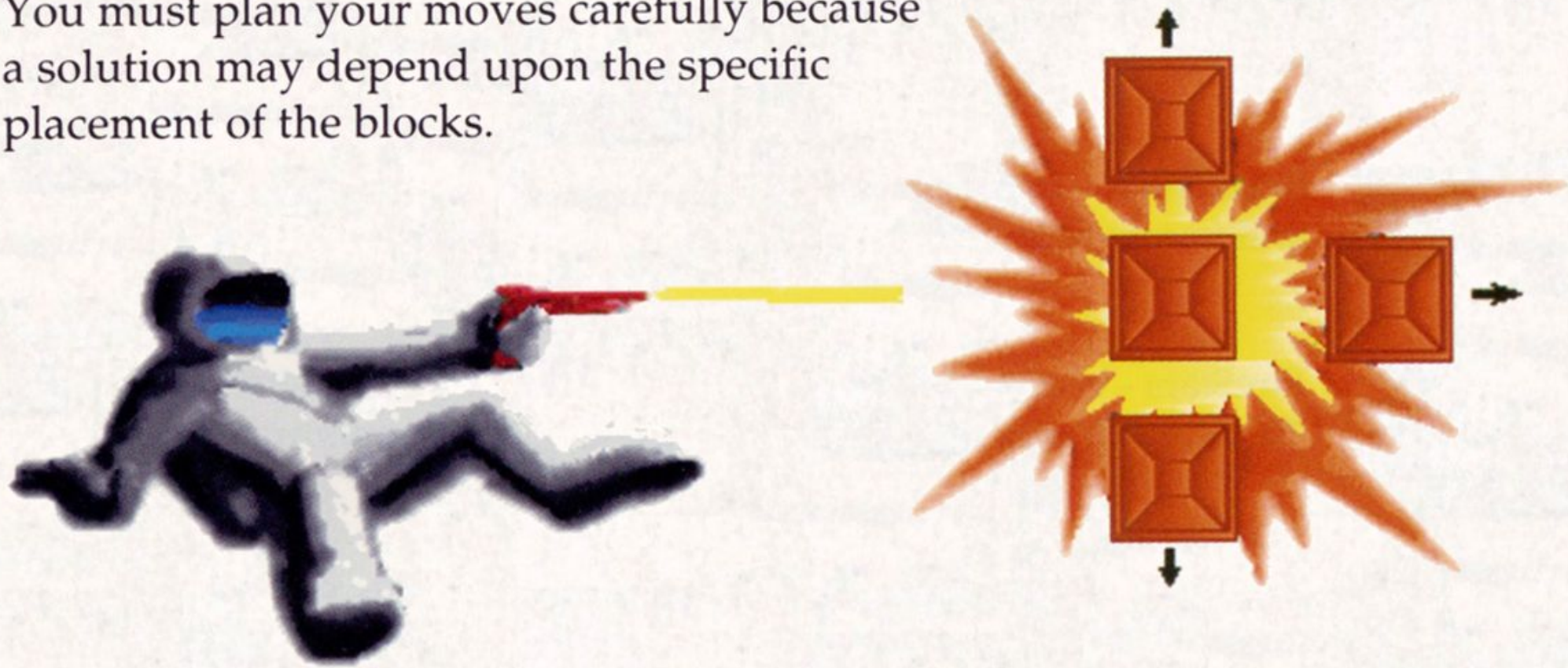


Introducion

ShockWave is an intriguing game of action and reaction. You must solve mazes using your shock wave pistol to move and destroy blocks of the maze walls. Collect the hidden crystals to power your warp drive, this will move you to the next maze.

The shock wave generated by your pistol does not move the block it hits directly, instead, it causes the blocks adjacent to it to move. If the first block cannot move, the shock wave will continue through the neighboring blocks until the last block in line is affected. If this block is free to move, it will do so. Some blocks are unstable and the powerful shock wave will completely destroy them.

Solving the mazes in this indirect manner makes even the simplest puzzles much less obvious. Shooting one block can cause as many as three others to move. This can change the shape of the maze very quickly. You must plan your moves carefully because a solution may depend upon the specific placement of the blocks.



Game Descriptions

Movable Block - These are moved by the ShockWave.

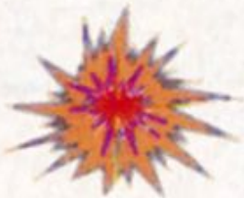
Broken Block - These can be destroyed.

Crystal - Power for your warp, collect to get points and advance levels.

Teleportation Gateways - Local transports within the current maze.

Solid Block - Indestructible and immovable.

Force Fields - Restrict certain types of motion.



FireStars - Watch Out! These are deadly.

FireStar Freeze - This is temporary, so hurry.

Shields - How many hits you can take from the FireStars.

Time Bonus - Adds 100 to your clock.

Names & Codes

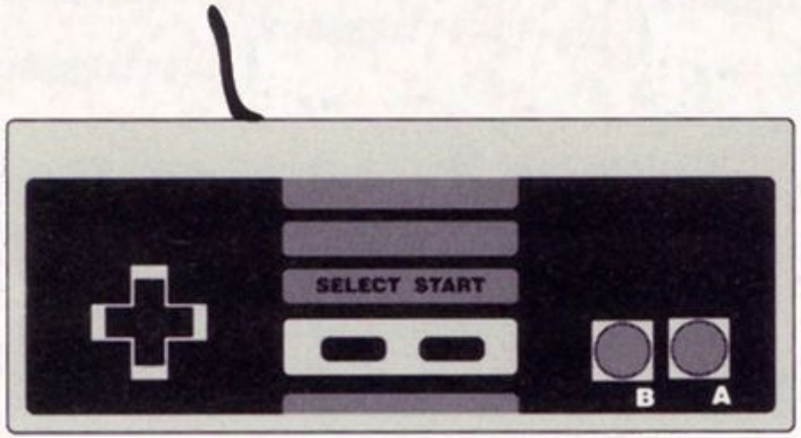
To begin the game, use the arrow pad or the select button to choose one or two players, then press start.

You will then be prompted to enter your name. If you wish to restore your game later on, please be sure to enter the same name each time you play. Use the up and down arrows on the pad to move through the alphabet. The left and right arrows advance you to the next letter. Once your name is displayed properly, press start.

Select either New Game or Restore Game. If you have played before, Restore Game allows you to enter a code to move you to the last level you completed previously. These codes are different for each player, so be sure to make note of them.

Press start and you're ready to begin. The screen will display the current level, maze name, how many men you have remaining, and the maze codes for restoring your game. This screen will update as you advance through the mazes.

The Controller Pad



- The arrow pad moves your spaceman through the mazes.
- The "A" button fires your shock wave pistol.
- You may pause the game during a maze by pressing start.

If you hold down the "A" button and then press a direction on the arrow pad, the shock wave will fire in the direction indicated. This method allows you to fire while standing still.

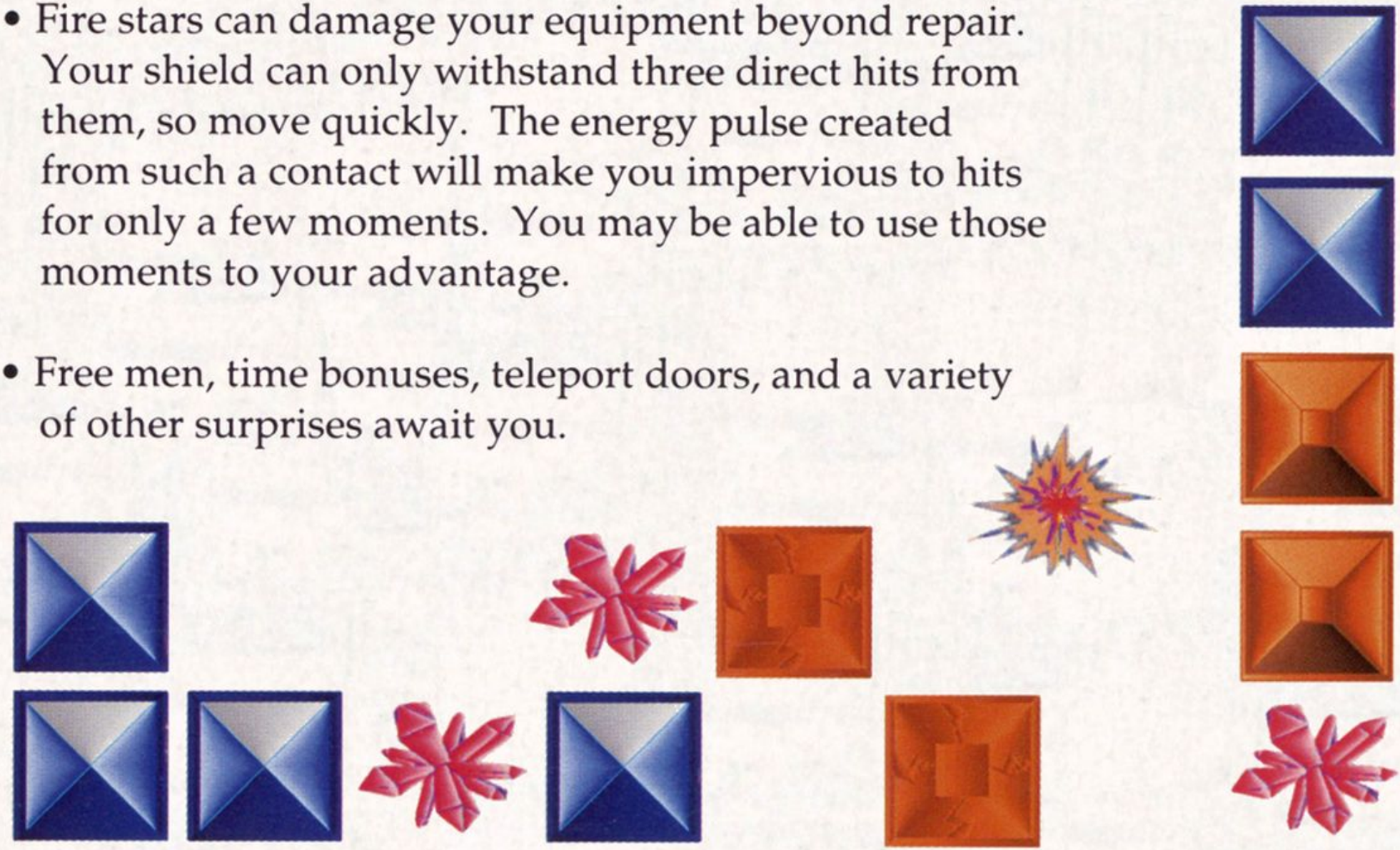
You may fire your pistol while moving simply by pressing the "A" button. This will fire the shock wave in the direction of motion.

The select button will display an options menu where you may choose to turn the music on and off, restart the maze, or continue back to the current maze. The select button or the arrow pad moves you through these selections. The start or "A" button chooses the item highlighted. Restarting the maze will cost you a man, so be sure "all is lost" before choosing this option.

Final Notes

- Fire stars can damage your equipment beyond repair. Your shield can only withstand three direct hits from them, so move quickly. The energy pulse created from such a contact will make you impervious to hits for only a few moments. You may be able to use those moments to your advantage.

- Free men, time bonuses, teleport doors, and a variety of other surprises await you.



Compliance with FCC Regulations

This equipment generates and uses radio frequency energy. If not installed and used properly, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. This product has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by any or all of the following measures:

- Re-orient the receiving antenna.
- Relocate the Cartridge Game System with respect to the receiver.
- Move the Cartridge Game System away from the receiver.
- Plug your Cartridge Game System into a different outlet so that the receiver and Game System are on different circuits (i.e. different outlets).

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: 'How to Identify and Resolve Radio-TV Interference Problems'. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402 Stock No. 004-000-00345-4.

90 Day Limited Warranty

To the original purchaser only. American Game Cartridges, Inc. warrants that this cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, American Game Cartridges will repair or replace the cartridge, at its option, free of charge. **In order to qualify for product support, please mail in the registration card included in this manual within 10 days of purchase.**

To receive this warranty service:

1. Do not return your defective cartridge to the retailer.
2. Notify the American Game Cartridges Customer Service Department at (602)961-3496.
3. If the Customer Service Representative is unable to solve the problem by phone, he or she will ask you to return your cartridge freight prepaid and insured for loss or damage, together with your sales slip or proof of purchase within the 90 day warranty period to:

   American Game Cartridges, Inc.
   Customer Service Department
   7400 West Detroit Street, C-190
   Chandler, Az 85226

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Repair/Service After Expiration of Warranty: If the cartridge develops a problem requiring service after the 90-day warranty period, you may contact the American Game Cartridges Customer Service Department for instructions at the phone number listed above.

Warranty Limitations: Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to conditions set forth herein. In no event shall American Game Cartridges be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and may also have other rights which vary from state to state.

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